CAPITAL APPLE

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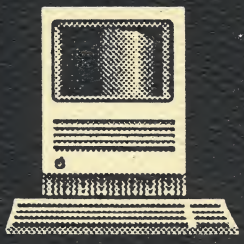

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Meeting Information

The next meeting of the Wellington Apple Users Group will be on :

Thursday, 26 April, 1990

at

St Marys College

starting at

7pm.

The doors will be open at 6.30 pm to let people get together and the meeting itself will begin at 7pm SHARP.

For the Apple // people, we are holding:

Back to Basics

Tonight we concentrate on Trouble shooting. Bring along a problem, and we'll get our resident experts to sort it out.

For the Mac, we are holding:

Back to Basics

Well be using the Big screen (the Kodak Datashow) and showing you things about the Desktop, The Get Info box, Hard disk and floppy management. Come along, it will be a great evening.

The Doctor is In !

At all meetings we run help clinics for major machines and software.

These clinics are run by nominated "experts" who will be announced each evening by the Meeting Co-ordinator. The idea is that you can ask the "Doctors" about any problems (hardware, software, interfacing etc) you may be having. If the "Doctor" can't cure your problem he will put you in touch with a specialist for further diagnosis and comprehensive treatment.

Apple IIs and the Outside World

Introduction

by Alastair Thomson

I've often wanted to use the Apple IIe to control electronic or electrical appliances. The stumbling block has been my lack of knowledge of electronics, and the paucity of information about the in/out abilities of the Apple II. There is plenty of information about programming the Apple II in magazines and books, but the same magazines are strangely reticent when it comes to the paddles, the annunciators, the switches and the strobe. I think it might be because if readers blow up their computers by connecting things incorrectly the magazines fear a barrage of lawsuits. But I don't. Anyone doing anything described in these articles does it at their own risk. (I had to put that in!). But there is very little risk if you take reasonable precautions.

The Projects: In this series of five articles I am going to describe four simple projects that show you how your Apple IIe can control (or be controlled by) events in the outside world.
The first three articles (projects) describe simple ways of using the switches, the paddles, and the annunciators respectively. The first will be a Beat-the-Buzzer quiz setup, the second article will be a simple graphics tablet, and the third article describes a row of flashing lights. The fourth and fifth articles put it all together in building a simple robotic vehicle that trundles around the floor, flashing its lights, trailing its umbilical cord to the mother computer, banging into things and beeping plaintively, then backing away and turning to avoid the obstacle. It can also steer a pre-programmed path through the jungle of the living-room floor. It may be able to follow a white line, or perhaps find and hide in the darkest corner of the room. The machine is totally controlled from the Apple IIe.

How does the Apple do it?
The Apple IIe has 4 variable resistor (PDL(0) to PDL(3)) inputs, 3 switch inputs (SW0 to SW2), 4 annunciators (AN0 to AN3) outputs, and a strobe. Apart from the keyboard, screen, disk drive and slots, these are the main I/O (Input/Output) facilities. These I/O signals are found on the internal Game socket. A brief description follows

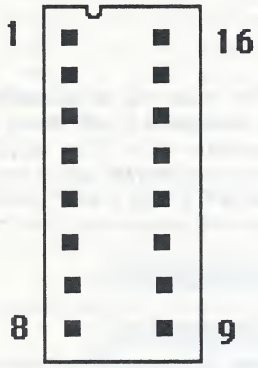
The paddles
You can read the four variable resistors by using the Applesoft command PDL(n). The value returned will be between 0 and 255. These are the paddles, or hand-controllers used mostly for games.

The switches
The switches can be read by PEEKing the memory locations of 49249 for SW0, 49250 for SW1 and of course PEEK(49251) will return the value for SW2. The essential feature of the value returned is whether it is less than 127 or not. This reflects the state of the switch (open or closed respectively).

The annunciators
What is an annunciator? It is a connection which can have a high or a low voltage on it. You decide which, by programming the computer. Electronic devices connected to the annunciators can then be controlled by the computer.
Each annunciator is controlled by two memory locations. The first two are 49240 and 49241. These two control the state of AN0. If you peek or poke 49240 (for example with the commands POKE 49240,0 or PEEK(49240)) then the annunciator is set to 0 Volts. If the second location (49241) is peeked or poked then the annunciator goes high, to 5 Volts. To repeat: PEEK(49240) turns annunciator 0 off, PEEK(49241) turns it on.
The memory locations for the other three annunciators are 49242 to 49247.

But where are all these things?
Inside the IIe on the main circuit board there is a 16-pin game I/O socket -it is labelled as such. Pins 12 to 15 are the annunciators AN0 to AN3, the switches SW0 to SW2 are pins 2, 3, and 4. The paddles are 6, 10, 7 and 11. Pin 8 is ground (0 Volts) and Pin 5 is the supply voltage of 5 Volts. Pin 5 is the strobe. Pins 9

and 16 are not connected. Pin 1 has a tiny nick or dimple next to it.
Note: The word Pin refers to either the pin itself, or the hole that the pin goes into, whichever is appropriate in the context)



I/O Game Socket inside computer

Of course there is always the 9-pin **games port** on the outside of the back panel of the computer. The annunciators and strobe do not come out to this socket, but the paddles and switches do. The switches SW0 - SW2 are pins 7, 1 and 6, and the paddles PDL(0)-(3) are 5, 8, 4 and 9. Pin 2 is +5 Volt, and Pin 3 is ground (0 Volts). If you look closely at the games port you will see tiny numbers identifying each pin.
Apple IIc owners -you have only 2 switches, 2 paddles, and no strobe or annunciators. You do not have an accessible I/O socket, only the **games port**. Pins 7 and 1 are the switches, pins 5 and 8 the paddles, pin 2 is +5 Volts and pin 3 is ground.
Apple IIGS owners - similar to the IIe.

Equipment and Parts needed
Each of the four projects has its own requirements, but you will need the following things for all or most of the projects. Approximate prices of components are included.

- soldering iron and electrical solder (all)
- thin-nosed pliers and wire cutters (all)
- veroboard (all) (cut off pieces for each project, at least 33 tracks by 33 holes. About $7)
- DB-9 plug (project 1 and 2) ($4)
- 16-pin DIL header plug (project 3 and 4) ($5)
- length of multi-coloured 24-way ribbon cable ($3 per metre)

(tear off the wires needed for each project)
- some red and some black connecting wire
- insulating tape, glue, scissors, sellotape, cups of tea etc as needed

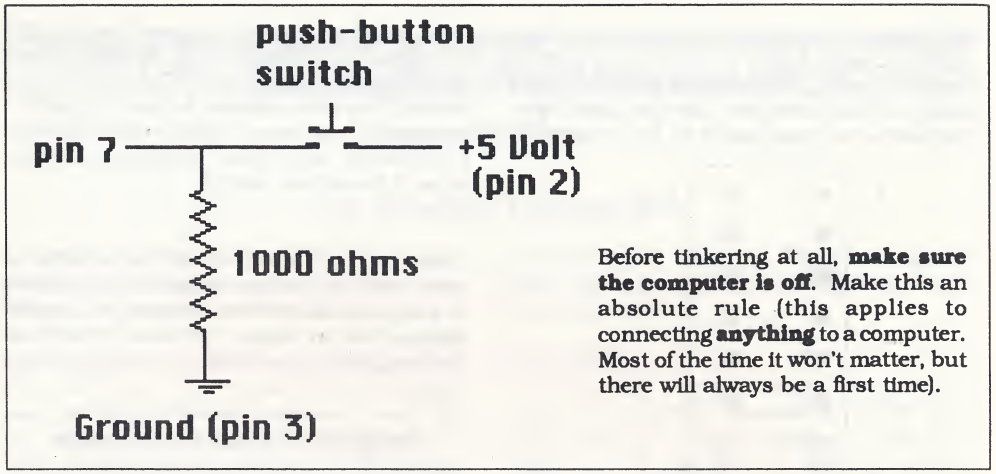
Since each of these five articles depend to some extent on the previous ones, remember to **keep all the relevant copies of Capital Apple close at hand**. Information will not necessarily be repeated from one article to the next.

Project 1: Beat the Buzzer

The difficult thing in setting up your own quiz show is that when two contestants press their buzzers almost at the same time you are unable to tell who pressed it first. The following program will tell you which button (buzzer) was pressed first, then resets the computer for the next question. We intend to use this system to let our It's Academic students (I teach at St Mary's College) get some real practice before the big event.
This project is also an excellent opportunity to practice your soldering.

We can use the **games port** so this means we don't have to delve inside the computer itself. This exercise uses the three switches, so three people (or teams, if you have several switches in parallel for each team) can compete. The switches (momentarily-on push-button types, like a doorbell button) are connected as shown in the diagram, with one 1000 ohm resistor needed for each switch. The circuit is shown for SW0.

Note: **If** (you have a *very* early model Apple IIe or a II+) **and** (the shift-key modification is active) **then do not connect SW2**. The power supply can be shorted if the shift key and SW2 are pressed simultaneously. This shuts down the power supply until the offending key is lifted. You'll lose everything in memory. The computer should be OK, but don't risk it by continuing to use SW2.
My Apple IIe is 1984, and it works fine with SW2. David Bettany, the technician at the Apple Education Centre assures me that very few IIe's are affected by this problem.



Before tinkering at all, **make sure the computer is off**. Make this an absolute rule (this applies to connecting **anything** to a computer. Most of the time it won't matter, but there will always be a first time).

Needed:

1 DB 9 plug (to fit the games port)
3 1000 ohm resistors
3 push-button switches
coloured multi-way ribbon cable.
small piece of veroboard

Approximate cost of components $12.

Soldering for newcomers: It is essntial to use a clean 'tinned' (see below) soldering iron, and all surfaces to be soldered must be bright and shiny. Clean copper is a golden pink colour, not brown.

• Preparing wires for soldering: Strip off 5mm of the plastic insulation. Twist the multiple strands between you fingers so the don't unravel subsequently. Hold a hot soldering iron on the wire and apply solder to the wire. Within a second or so the strands are covered with a thin layer of bright solder. This is 'tinning' the wire.

• Soldering wires: Hold the tinned wire against whatever you are soldering it to and apply heat (soldering iron) and solder to the joint. The solder should flow over the connection. Remove the heat but keep holding the wire in position until the solder hardens (a second or so).

• If soldering a wire or leg of a component to veroboard, hold the veroboard so the track side is underneath, and insert the wire or lead into its hole from above. It will poke out the hole at the bottom where it can be soldered to the track.

Trim off excess leg length with wire cutters.

Construction: It is a good idea to use red wire for anything connected to the +5 Volt terminal and black wire for any connection to ground (0 Volts or negative). It is easier to understand your wiring if you follow this convention.

• Cut a small piece of veroboard (6 tracks wide, 10 holes long) from your main piece. Use a hacksaw.

• Solder five twenty-centimetre-long pieces of wire to pins 1, 2, 3, 6 and 7 of the DB-9 plug.

• Solder the other ends of the wires to the veroboard at holes 1a, 5a, 6a, 2a, 3a respectively. The tracks are the copper strips on the veroboard. Note the numbering of the tracks. It is best to strip 5 mm of the plastic insulation off the end of the wire, and insert it through a hole in the veroboard so the bare end emerges at a track. It is then soldered to the track.

• Solder a 1K resistor between hole 1b and 6b.

• Solder a 1K resistor between hole 2d and 6d

• Solder a 1K resistor between hole 3f and (6g or 6h or 6i, whichever fits best)

• Split off a pair of wires from your length of multi-strand ribbon cable. The wires need to be about 5 metres long.

• Solder one end of one of these wires to hole 1j. Solder the other end to a push-button switch terminal. Solder one end of the second wire to the other switch terminal, and the other end of the second wire to hole 5j.

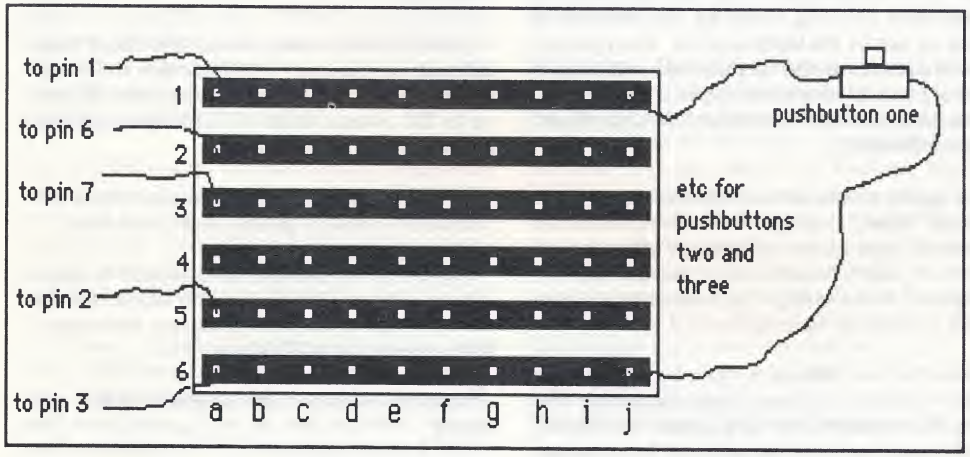
• Now split off another pair of wires, and do similarly, but solder to holes 2j and 5h.

• And a third time connect a switch with one more pair of wires to holes 3j and 5f. You now have three switches attached via pairs of wires to the veroboard.

• Check your circuit wiring, or better still, get someone else to check it. Make sure there are no bits of solder straying from one track to an adjacent track - a common result with neophytic solderers! Snip off overlong legs, and wrap veroboard in insulating tape. Also tape over the back of the DB-9 plug if you don't have a cover for it.

And Finally: Make sure the computer is off and plug the DB 9 into the games port. Turn the computer on, type in, save, then run this program.

The program waits until a button is pressed. Then it beeps, prints the button number to the screen, and waits for the MC to reset the computer (the MC just presses the spacebar before asking the next question). It then waits again until a button is pressed.




```
10      FOR SW=0 TO 2
20      IF PEEK(49249 + SW) > 127 THEN BTN=SW: SW=2: NEXT SW: GOTO 100
30      NEXT SW
40      GOTO 10
100     PRINT "Button "; BTN; " was pressed first"
110     POKE 49168,0 : GET Z$
120     IF Z$ <> " " THEN GOTO 110 : REM a single space between quotes
130     GOTO 10
```

The Quizmaster now sits with the computer, asks the question, notes who presses their buzzer first, responds appropriately, and just before asking the next question resets the computer by pressing the spacebar. You might want to modify the program to record how many times a button was pressed, to show if the contestant gets a question right or wrong, to display the total scores, and even to display the questions and answers. Have fun!

Next time: the incredibly basic graphics tablet.

Macintosh Murmurs

Macintosh IIfx Announced

by Cyril QWERTY

March 19, 1990 Apple Computer, Inc. introduced the fastest Macintosh yet developed. The Macintosh IIfx is an extremely responsive and elegantly engineered personal computer that runs up to twice as fast as the Macintosh IIci. The system's speed derives from the carefully balanced integration of powerful new technologies, including a 40 MHz, Motorola 68030 processor/68882 coprocessor combination.

The special announcement advertised in the last Capital Apple, inviting WAUG members to the Plimmer Towers Hotel on Friday 30 March, turned out to be CED's presentation of the new Mac IIfx. Thanks to Alex and Roger for the presentation and what a screamer the machine is !!

It would be very difficult to describe just how fast this new Mac is, so I'll leave that to the experts who love their benchmarks. One particularly impressive display was commented on at the presentation. This was virtually a 'real time' video presentation performed by a product called "Macromind 3D" (the REALLY grown up version of the old Video Works).

The presentation is just like a video clip, and advertises the features and output obtainable with the Macromind 3D, but it truly shows off the power and speed of the Macintosh which can keep up with showing images fast enough for the viewer to see continuous smooth animation in amazing colour, just as if watching TV. True, the Mac IIfx on show had only (?) 4 megs of memory and the program needs 8 megs for continuous display but the load times that caused short gaps in the flow was very short. And all this was WITHOUT the new super-dupper fast display card that Apple also announced at the same time as the IIfx.

Another demo was loading and moving a photo-quality colour picture in Pagemaker. No descernable drag-time was noticed when the image was moved, and you all know how big and cumbersome colour photo images can be !

But back to the Machine - Here's the techy stuff

Features:

- 40Mhz 68030 microprocessor and 68882 floating-point coprocessor. The Macintosh IIfx runs up to 100 percent faster than the Macintosh IIci, and up to 300 percent faster than the Macintosh IIcx and Macintosh IIx computers.

- Built-in 32K static RAM cache stores the processor's most frequently used instructions.

- dedicated SCSI DMA (Small Computer Systems Interface/Direct Memory Access) which reduces the work load of the main processor and speeds performance of the SCSI bus.

- dedicated I/O processors increase system efficiency.

- six NuBus expansion slots can Accommodate multiple video, communications, networking, and other expansion cards.

- Processor Direct Slot (PDS) allows direct access to the system bus.

- six built-in ports: two serial ports, two Apple Desktop Bus ports, stereo sound jack, and a DB-25 SCSI interface.

- 512K ROM on SIMM includes support for 32-bit QuickDraw and A/UX-supported functions such as: 32-bit addressing and virtual memory, which extends the computer's internal memory by transparently treating the hard disk as though it were RAM.

The high-performance of the Macintosh IIfx proceeds from the precise integration of the above listed powerful new technologies. The result is an extremely well-balanced system that exploits the extensive capabilities of each new component and maximizes overall system performance. This increase in performance allows people to get work done faster, use more powerful applications and realize new levels of creative potential.

Product Design Improvements - The Macintosh IIfx has an improved Macintosh II product design. The improvements include a quieter, variable speed fan and a new, ergonomically designed extended keyboard which is fully adjustable. (It looks just like a Mac II from the outside)

Compatibility - The Macintosh IIfx is compatible with virtually all Macintosh applications, even as it integrates a number of new technologies. This ability to innovate while retaining compatibility proceeds from the fundamental extensibility (sic) of the Macintosh architecture, which brings new capabilities to users as soon as they become available and without disruption.

Product Positioning - The Macintosh IIfx adds even more power to the broad Macintosh product family. It runs up to twice as fast as the 25 MHz 68030 Macintosh IIci (depending on the configuration of the Macintosh IIci) and up to four times faster than a 16 MHz 68030 Macintosh IIcx.

Customers - Apple believes that anyone who wants high performance will be attracted to the Macintosh IIfx. This includes current Macintosh users who want even more power as well as users from all environments who do computing-intensive tasks across a broad range of uses. These tasks involve, among others, large financial models, animation, graphic design, page layout, and scientific and engineering activities.

Prices and Configurations - The Macintosh IIfx will be available in volume around the world through all authorized Apple resellers immediately. The system has been localized in the following language versions, also available at (some shortly after) introduction: French, German, Italian, British, French Canadian, Spanish and non-country specific international.

The Macintosh IIfx will be available in May in NZ in the following configurations:

- 1.4MB SuperDrive, floppy-based system with 4MB RAM, US$8969, NZ$18,950

- 1.4MB SuperDrive, 80MB internal hard drive with 4MB RAM, US$9869, NZ$20,950

- 1.4MB SuperDrive, 160MB internal hard drive with 4MB RAM, US$10,969, NZ$22,950

Standard features of the Macintosh IIfx also include mouse, standard Macintosh ports, HyperCard 1.2.5 software and System Software 6.0.5. (Although System 6.0.5 is compatible with all previous Macintosh models, it offers no increased functionality over previous versions.)

Upgrades - Macintosh II and Macintosh IIx customers can upgrade their systems to a Macintosh IIfx with a Macintosh IIfx Logic Board Upgrade kit,US$2999. These will be available in NZ too, according to CED's information at our Friday 30th presentation.

NZ Pricing - At our presentation CED showed a Power v Price graph of Mac products. As expected the IIfx was right up there at the top of the power section - above the IBM PS/2 70 (a 80486 based machine) and also above the Compaq 386/33 BUT both the IBM and the Compaq were more expensive than the IIfx - Aggressive pricing? Seems like it, but downwards price movement is common in the DOS world - especially Compaq. Should the price/performance advantage wish to be maintained then an eye will have to be kept on what Compaq are doing over the next few months.

First Impression: The New Macintosh IIfx

by Nick Baran, of BYTE

The codename for Apple's new Macintosh IIfx was the "F19." That sounds a lot like the name for a jet fighter or a rocket. And indeed, the Mac IIfx is one "wicked fast" computer, as the machine's product manager, Frank Casanova, describes it. Powered by a 68030 central processor and a 68882 math coprocessor operating at a clock speed of 40 MHz, this new Mac leaves its predecessors in the dust.

While Apple's two most recent Mac IIs, the IIcx and IIci, were "compact" models with only three NuBus slots, the IIfx is a 6- slot machine like the Mac II and Mac IIx. In addition, the Mac IIfx includes a Processor Direct Slot similar to the slot used in the SE/30, which operates independently of NuBus and therefore offers a direct and higher-performance interface for third-party peripherals such as graphics or network controllers. The 120-pin Direct Slot is a "superset" of the SE/30 direct slot and will accept add-in cards designed for the SE/30. Use of the Direct Slot disables one of the six NuBus slots on the logic board, thus still giving a total of six slots.

Cache, Controllers Boost Performance

Not only does the IIfx have a much faster clock speed than its Mac II cohorts, it has some new features specifically designed to boost performance. To help minimize main memory and disk accesses, the IIfx comes with a cache memory consisting of 32K bytes of 25-nanosecond static RAM. To ease the burden of the main processor, the IIfx has a new controller for direct memory access to SCSI devices such as the hard disk, and two Peripheral Interface Controllers (PICs), for controlling the floppy drives, the Apple Desktop Bus (ADB), and the system's two serial ports. Each PIC consists of a 10-MHz 6502 processor surface-mounted to the logic board. You may recall that the 6502 is the CPU of the Apple IIe. In this new machine, two of those IIe processors are used as peripheral controllers.

The purpose of the SCSI DMA controller and PICs is to take over tasks that previously were performed by the central processor. Coupled with these I/O and SCSI controllers, the increased clock speed and cache memory of the machine result in a dramatic improvement in system performance, with faster disk access and faster processing during serial and floppy drive operations.

Based on some benchmarks that I ran on a preproduction machine, the IIfx is from 2 to 4 times as fast as the Mac SE/30 or Mac IIx, depending on the operation, and, on the average, about 60% faster than the Mac IIci. With the SCSI DMA controller, disk seeks of 32 blocks are about 7 times faster on the IIfx than on the Mac SE/30. During a briefing at Apple, the IIfx executed a complicated spreadsheet and graphics routine involving recalc, cut and paste, and scrolling graphics, almost twice as fast as the Mac IIcx.

Nonstandard Memories

The IIfx comes with either 4 megabytes or 8 megabytes of RAM. However, these are nonstandard 80-nanosecond, 1-megabit single in-line memory modules (SIMMs). Rather than standard off-the- shelf 32-pin SIMMs, the IIfx uses 64-pin-wide SIMMs, which are designed to support a memory access technique called "latched read/write." Basically, latched read/write means that read and write accesses to memory can overlap, with a "holding area" in the form of 64-bit words for managing the overlapping read/write operations. According to product manager Frank Casanova, Apple is patenting its latched read/write technique.

While designed to improve performance, the drawback is that users who wish to upgrade their systems will have to buy these 64-pin SIMMs from Apple at Apple's premium prices. And, perhaps worse, current Mac IIx or IIci users will not be able to reuse their memory if they decide to upgrade their machines to the IIfx logic board. But that's the price of high performance, I suppose. It should also be noted that Apple will eventually offer 4-megabit and 16-megabit SIMMs, allowing memory expansion of up to 16 and 32 megabytes, respectively.

Although the logic board has been completely redesigned (same chip count as the IIci in spite of new cache chips, the I/O and DMA processors, and some new custom ASICs), the IIfx looks just like the Mac IIx or Mac II inside and many components are still the same. The AppleTalk speed is still 236K bits per second. The Apple sound chip is still the same 8-bit 44.1-KHz chip. And the system comes with the same floppy and hard disk options as the other Mac II models. One new improvement worth mentioning, however, is a larger, but quieter, cooling fan with a variable speed controller.

The new 512K-byte ROM SIMMs in the IIfx are a superset of the ROM used in the IIci. The new ROM has "hooks for System 7.0," said Casanova, and it requires a new version of the operating system (System 6.0.5) to handle the new I/O controllers.

Apple will be offering logic board upgrades to Mac II and IIx users for $2999. The upgrade would really cost more than that because it's not possible to use the same memory modules as in the earlier Mac II/IIx.

The Mac IIfx is built for speed, pure and simple. It looks like the machine of choice to run advanced graphics, network server, and A/UX applications [see the next story for a look at Apple's new version of A/UX). It's the latest top of the line in an increasingly crowded Mac II product line. We now have the IIfx, the IIci, the IIcx, the IIx, and the good old Mac II. But if you're looking for the fastest Macintosh on the market, the IIfx is the one.

Nick Baran is bureau chief of BYTE's San Francisco office, a former engineer, and author of a book about finite element analysis on microcomputers..Copyright Nick Baran 1990.

ONLY IN SHORTS

The following has been downloaded from our Bulletin Board. What is reproduced below are some selected comments and discussions extracted from the board at the Editors discression. There is something for everyone, ONLY ON SHORTS.

NB: Original spelling preserved - Ed

*#7002 *: From Ross MacDonald to Erik Westra*
Re: #6992 - WAUG Shorts usage
Sec G: 7:17:00 on Sun 25 Mar 90.

I've been meaning to ask you. Now that you have had the portable for a while . . . do you find that it's portability is a significant advantage for you or is it perhaps, more of a convenience? I've been tying to think of any situations when I would find a portable a real advantage and can't really come up with any. This despite my regular travel on business. I'm really interested to hear how you are finding it.

#7039 : From Erik Westra to Ross MacDonald
Re: #7002 - WAUG Shorts usage
Sec G: 19:40:00 on Tue 27 Mar 90.

I hate to admit this, but I've actually been using the portable as a nice, put-awayable Mac; I've been too busy to take it to university, although I'll probably so occasionally when I need to work on essays. In fact, I've only occasionally used my Mac at all...

But apart from the fact that I've been concentrating on other things, I do think the portable is a usable portable...provided you aren't into walking long distances. The portable is definitely designed to be carried for short distances only...15 pounds is a bit heavy for carrying more than about 20 minutes at a stretch. But then, it truely is a portable Mac, and the battery means you can use it pretty much anywhere (eg, in the library, in a car, etc).

Apart from the fact that it's portable, basically it's like a Mac SE, except that the screen is a bit bigger, and it runs twice as fast as a base SE. If you think of it in these terms, and decide that you can be happy with that level of computing, a portable might be exactly what you need (assuming, of course, that you can afford to ignore the price)...

- Erik.

#7007 : From Dennis Lally to All
Re: International driver
Sec M: 21:15:00 on Mon 26 Mar 90.

Imcurrently running System 6.0.3, but have long since lost the ability to have dates appear in European dd/mm/yy order rather than American mm/dd/yy fashion. I've got the little International file for my system, but it appears to do nothing. I've met a few other people with the same problem. Usually to do, as in my case, of installing a program which needs a more recent System and the program comes with the required System and being an American program, naturally comes with a red, white and blue system with apple pie dates.

Perhaps someone could upload the requisite International file or indicate what needs to be changed in the System using something like ResEdit.

#7029 : From Stephen Marder to Dennis Lally
Re: #7007 - International driver
Sec M: 3:07:00 on Tue 27 Mar 90.

Well, Dennis, no one's got in before me and so, as promised, here is the promised information.

Using ResEdit, open the System Folder, then the System, and then a resource called 'itl1'. Towards the bottom of the window you'll see options for configuring dates in all sorts of weird and wonderful ways. Experiment to your heart's desire. Mind you, it's best to work on a copy of your System, and not on the System itself (although I personally am too lazy ever to do this!). Changes are immediate upon returning to the Finder, and so there's no need to reboot to see them. Note that it's not necessary to change anything else in the 'itl1' resource (e.g. don't be concerned with country code or anything else except info specific to dates).

Hope this has been of some help.

#7154 : From Peter Van Raalte to Stephen Marder
Re: #7059 - International driver
Sec M: 11:16:00 on Sun 1 Apr 90.

Stephen, rather than just changing the "US" "itl1" rssource I usually create an extra resource and set the other info properly, this way you can swap between date formats from the control panel - for those nasty bits of software that dont understand international dates - you know like version 1 of hypercard...

#7084 : From David Empson to All
Re: New Apple II SCSI Card
Sec A: 3:37:00 on Thu 29 Mar 90.

The latest A2-Central (April) has an interesting article about the release of a new Apple II SCSI interface card. For those of you in the dark, this card lets you use a SCSI hard disk (like the ones used by a Macintosh) or a CD-ROM drive on your Apple IIe (enhanced) or IIgs.

The current SCSI card works fine, just rather slowly.

The new one uses a technique called DMA (Direct Memory Access) to speed up the rate at which data can be transferred to the computer. The rate quoted in the article was 1 megabyte per second for an Apple IIgs or 511k per second for an Apple IIe (of course you wouldn't be transferring 511k at once - smaller amounts will take proportionally less time).

The other interesting thing about this card is that it is much more compatible with the Macintosh and other SCSI buses. In particular it is now theoretically capable of supporting Scanners and Tape Backup drives. If Apple gets around to writing the necessary software to support them, we could see Apple Scanners and Apple Tape Backup drives on IIgs's (and possibly IIe's) in the not-too-distant future.

The new card was released in the U.S. on March 15th. When it gets here is anyone's guess. The price is the same as the old card (US$129). The price here is unknown, but the old card was around NZ$300.

(by the way - the transfer rate of 1 MB per second on a IIgs would make it faster than a Mac Plus, SE or II :-)

*#7086 *: From Ross MacDonald to David Empson*
Re: #7084 - New Apple II SCSI Card
Sec A: 7:19:00 on Thu 29 Mar 90.

David - am i correct in assuming that the present IIgs SCSI driver should work with this new card?

*#7093 *: From David Empson to Ross MacDonald*
Re: #7086 - New Apple II SCSI Card
Sec A: 4:11:00 on Fri 30 Mar 90.

The article in A2-Central implies that the existing driver will work. The article also says that the disk included with the card (both 3.5" and 5.25") "... includes utilities and device drivers for hard disks and CD-ROM drives. The utilities include formatting, partitioning, and verification functions, as well as new backup utilities that can deal with the GS/OS "extended" file storage type."

Extended files are ones that have resource forks. The existing Apple BACKUP program (as well as any other ProDOS-8 based backup utility) can not read extended files, and therefore can't do a backup of a disk containing System 5.0.2.

Note the "device drivers" in the above quote. This might mean that the disk includes updated drivers for use with System 5.0.2. Whatever happens, the article also says that the GS/OS SCSI.Manager and SCSI.Driver don't use the RAM or ROM on the SCSI card, implying that they do work with the new one.

I'm waiting eagerly for news of its arrival in New-Z-land!!

*#7105 *: From David Empson to Ross MacDonald*
Re: #7096 - New Apple II SCSI Card
Sec A: 2:34:00 on Sat 31 Mar 90.

The news from the CED function this evening is that they are expecting the new SCSI card to be available in May (probably late May/early June), with a similar price to the existing one (i.e. around NZ$300).

The Mac IIfx was fascinating.

*#7118 *: From David Empson to Ross MacDonald*
Re: #7109 - New Apple II SCSI Card
Sec A: 17:11:00 on Sat 31 Mar 90.

At the CED function, they mentioned that the Apple II is likely to be expanded in the near future with further interface cards (of which the SCSI is the first). We might also be seeing a PAL version of the Video Overlay Card (this is just my own idea, taken from a hint in A2-Central).

CED also promised that they would have another product announcement later in the year, but gave no details on what it would be for (of course).

Continued on Page 22

BACK TO BASICS

by Peter Rogerson

The first in an occasional series designed to provide new owners with a better understanding of the workings of the Macintosh.

In the beginning there was the 128k Macintosh, and yea, it was good. Its visual interface and consistent format, revolutionized the thinking of a whole new generation of computer users.

However, because of this machine's limited memory, the desktop, which was to be the overriding theme for all future Mac applications had to be created by a series, of what I can only describe, as a series of visual illusions. Files were not REALLY in folders as they appeared, instead the icons were placed together one on the other, and the visual image of a folder was superimposed over the top. There was no hierarchy of files, and any form of security for confidential information was effectively impossible.

Disks were formatted as 400k, as the disk drives available at that time were capable of reading from one side of the disk only. This system survived through to the introduction of the 512k Macintosh, and was known as the Macintosh File System, or MFS for short.

The introduction of the Macintosh Plus, not only brought about the introduction of the 800k double-sided drive, but the increased memory capacity introduced a whole new line of thinking as to how the operating system could be managed. Not only was the RAM (random access memory) increased to 1 mb, (megabyte) but the ROM (read only memory) which controls the operating system, was also increased from 64k to 128k. From this the Hierarchical File System, HFS was born.

Under HFS, it was now possible to truly organize files into folders, place these folders into other folders in an eight level hierarchy, lock files, make files invisible, (by using other applications such as MacTools) transfer files from one folder to another, and generally manipulate and organize the desktop in ways which had previously been impossible under the old system.

The advantages of this system were immediately obvious, which resulted in a rush of 512k Macintosh owners seeking to upgrade to the new ROMS and the double sided 800k drives, so they too could take advantage of this new, improved system.

As there are still a number of machines in circulation which have NOT been converted, the question arises as to how one tells the difference between MFS and HFS. While the obvious answer is to look for the 800k internal drive, there may be some machines in circulation which have been hybridized in some form with new drives, but which still lack the 128k ROMS necessary for the operation of the HFS system. The other means of telling the difference is a classic of understatement , so easy to miss, that the uninitiated could be forgiven for never knowing that such means of identification exist, as it all swings on ONE pixel.

To appreciate the difference, we must look to the "window" which appears whenever a disk is opened on the desktop to reveal its content. Beneath the title bar, there are two horizontal parallel lines, one pixel apart. If we look closely at the left hand end of these lines on a HFS disk, we can see an extra pixel inserted between these lines, immediately beside the left hand side of the window "frame" as in the following example.

The location of the extra pixel between the horizontal lines which distinguishes the HFS system.

If this pixel is present, then the system, and the application you are using, are HFS compatible.

It should be noted that later machines fitted with the 128k ROMS are quite capable or reading earlier MFS disks, (this is a generalization, as there are exceptions) but the reverse is not so, as apart from the earlier system being unable to read 800k disks, the

Continued on page 26

Apple II Public Domain

$6.00 per disk, or $3.00 if you provide your own disk

This month we have another disk containing communications software, including a version of KERMIT which works properly!

Disk: /WAUG.34 O/S: ProDOS

This side of the disk contains Z-LINK, a ShareWare communications program that includes VT-100 emulation. Z-LINK can do XMODEM and YMODEM file transfers, and has a text capture buffer. It also supports keyboard macros for setting up bulletin board logon sequences. There is a split-screen "chat" mode as well.

Disk: /WAUG.34 (reverse) O/S: ProDOS

On this side of the disk is Kermit, version 3.78. This version of Kermit will work with either DOS 3.3 or ProDOS (use Copy II Plus, CONVERT or some other utility program to transfer the files to DOS 3.3 if you like).
It supports the Super Serial Card and IIc and IIgs serial ports, as well as several other serial interfaces.

Apple IIgs Public Domain

$10.00 per disk, or $5.00 if you provide your own disk

WAUGS.PrintShop.2

New this month is a second disk containing additional borders, fonts and graphics for Print Shop GS. These do NOT work with the standard Apple II version of Print Shop. You must have the IIgs-specific version.

Public Domain Library

How to Order
Simply fill in the order form in the back of this catalogue and post it to the Wellington Apple Users' Group. For detailed pricing information, see the order form at the back of this catalogue.

Or if you are able to attend the User Group meetings:-
For Macintosh owners, you can bring a **formatted** disk and payment to the meeting. Failure to bring an unformatted disk can result in a $1.00 formatting fee.
For Apple II owners, depending on the availability of a computer for copying (and time), public domain disks may be available at meetings.

Shipping
It should be noted that all work done by any member of the committee is on a voluntary basis. If you supply the correct money for postage and packing or even the postage and packing yourself, this will greatly decrease the turn - around time for the disks that you have ordered. The disks will be returned as soon as possible.

Catalogue
A 32 page catalogue of Public Domain software for Apple][and Mac is available. If you do not already have one, please contact your Public Domain Software Librarian. Alternatively, you can send a self addressed stamped envelope to WAUG, and enclose $1.00 for the catalogue.

Special Offers

3.5" DISKS

The Wellington Apple Users' Group has a number of boxes of 3.5" disks for sale to club members. These disks are double sided, double density. They are available for $39.00 per box, or $4.00 each.

Contact Mike Eastman at club meetings or write to the club at P O Box 6642, Wellington.

Ribbon Reinking
The club is able to re-ink a number of printer ribbons. Imagewriter, Apple DMP, CItoh 8510 ribbons can be re-inked. These cost $3. Other ribbons can be re-inked also - Epson FX/MX/RX 70/80, Seikosha SP 1000, Panasonic 1080/1090. Still other ribbons have been successfully re-inked, but it depends on the ribbon. Since re-inking these means different drivers for the Macinker, the fee for these is $5. Bring your ribbons to a meeting. We operate an exchange system on Imagewriter ribbons. On others you get your own back at the next meeting.

More on Ribbons
A few ribbons presented to me recently have not been able to be re-inked because they were worn out (small tears and holes in the fabric). For $12 we can supply a new black refill and for $15 we can supply new single-colour refills (red, green, yellow, or blue). In both these cases you need to supply me with the old cartridge, and I will return it to you at the next meeting. We also sell new black Imagewriter ribbons at $15.

Modem for Loan
Our special "free" modem offer is going like hotcakes. There's now about a six month waiting list, so be quick or you'll never get a chance to try out BBSing without having to buy your own modem.

Cables
The user group has a variety of computer cables for sale: printer cables, SCSI interface cables, Mac-to-Mac cables, etc. For more information, contact Mike Eastman, either at a meeting, or phone 787-041.

Can You ?

Yes, You can make a difference!

If you have any interesting facts, news or discoveries, about the world of computers, criticisms , or can put pen to paper, the editor would like to hear from YOU!

Letters to the editor are always very much appreciated.

Capital Apple Back Issues

Want to complete your collection of Capital Apple, or are you just looking for some good reading? We have a limited number of Capital Apple back issues available. The words are just waiting to be read off the page!

The magazines cost $2.80 each, including postage. To get your back issues of Capital Apple, please contact the Secretary.

Volume	Month	Quantity
3.10	Oct 86	1
4.2	Feb 87	2
4.3	Jun 87	1
4.4	Jul 87	3
4.5	Aug 87	18
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5.1	Feb 88	6
5.2	Mar 88	15
5.3	Apr 88	14
5.4	May 88	1
5.5	Jun 88	1
5.6	Jul 88	2
5.7	Aug 88	1
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5.9	Oct 88	1
5.10	Nov 88	7
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6.1	Feb 89	3
6.2	Mar 89	98
6.3	Apr 89	20
6.4	May 89	SOLD OUT!
6.5	Jun 89	SOLD OUT!
6.6	Jul 89	SOLD OUT!
6.7	Aug 89	SOLD OUT!
6.8	Sep 89	SOLD OUT!
6.9	Oct 89	SOLD OUT!
6.10	Nov 89	SOLD OUT!
6.11	Dec 89	11
7.1	Feb 90	1
7.2	Mar 90	SOLD OUT!

Once these back issues go, there will be no more. If you have just joined the user group and want to find out more things about Apples or just see what things were like in the old days, send for your Capital Apple back issue now!

Index to Capital Apple 1989

All the Bits

Here is the comprehensive index to New Zealands premier Apple Computer Users Group Journal for issues published in 1989.

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IF YOU HAVE A RUSH

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WAUG SHORTS - TIPS

Compiled by David Wilson and others

This is a series of articles about WAUG SHORTS, WAUGs very own Bulletin Board. This month we continue to examine the features that the Bulletin Board Service has available, in particular the Files menu and the Sections area.

I forgot to mention in last months article that the majority of the article is the User manual that is supplied with the bulletin board. As is usual now, thanks are extended to Kevin Sartorelli, author of the WAUG Bulletin Board for his massive effort in authoring the WAUG Bulletin Board.

FILES MENU

Using this menu, you can send files or documents to other users on the Bulletin Board. The term Upload means that you want to copy a file from your machine to the bulletin board, where the term Download means that you want to copy a file that is on the bulletin board to your machine.

The method of file transfer used is called Xmodem. This method divides the file to be sent into lots of 128 byte chunks, called blocks. Around each block, checksum characters are added, this means that when the block is received by the other computer it can check the block, and if the check fails, the block can be resent, or if the block is ok, the next block can be sent. This process is continued until the whole file has been sent.

Please note that the WAUG SHORTS has a relatively quick timeout. This means that if the delay between the time you start a file transfer on the Bulletin Board, and you start the send or receive process on your computer is too great the Bulletin Board will abort the transfer.

Below is the file transfer menu, and then a detailed description of each of the menu commands.

```
C     Change upload/download protocol.
D    Download a file.
E    Enter a text file.
I     Include only some sections.
K     Kill a file you uploaded.
L     List files available.
N     List new files.
R     Read a text file.
U     Upload a new file.
V     View contents of archive file.
[RETURN]   Exit to main menu.
```

C Change upload/download protocol.
This allows you to change the currently selected file transfer protocol. The available protocols are; ASCII only (only text files can be transferred), XMODEM with checksum, and XMODEM with CRC checking.

D Download a file.
This allows you to download a file from the files list using the currently selected transfer protocol.

E Enter a text file.
This allows you to enter a file to the files list as text. No transfer protocol is used. The maximum length of each line is 120 characters. If the line is longer than this word wrap occurs. The file must be terminated with a Control-Z character.

I Include only some sections.
This is the same as the include sections option from the main menu and allows you to mask out some sections. This change may be temporary (will be canceled when you log off) or permanent.

K Kill a file you uploaded.
This allows you to delete a file from both the files list and the disk. You can only delete a file that you uploaded, or that are in a section that you have SysOp access to.

L List files available.
This allows you to list the files available to you for downloading. There are three optional ways of listing the files:

C With the name and comment only.

I The name and all information

except the comment.

B With all information (this takes two lines per file).

N List new files.

This lists the files in the list with the same options as a normal list except that only those files added to the list since you last looked are included (NOTE that this is taken as the day you last looked - therefore if you look at the files in the morning and again at night, no new files will appear!).

R Read a text file.

This allows you to display a text file. No transfer protocol is used. The maximum length of each line is 120 characters and no word wrap is used (this allows the transfer of program source files).

U Upload a new file.

This allows you to add a file to the files list with the protocol that you have currently selected.

V View archive contents.

This allows you to view the files contained in an archive file. You have to know what type of format the archive is in (normally given by the file extension).

A This allows you to view a file that is in the SEA/PkPak format. The display is in the same format as that given by PkPak 3.6. If your screen is smaller than 80 columns only that that will fit on the screen will be displayed.

Z This allows you to view a file that is in the PkZip format. It will view either normal archive file or self-extracting files.

[RETURN] Return to the files menu without listing a file.

[RETURN] Exit to main menu.

Pressing RETURN on its own puts you back at the main menu prompt.

Tips - Files

- Did you know that when you list the files that are available for download, you can key 'LB', or 'LI' or 'LC' instead of having to key the commands separately.

SECTIONS

The message and file areas on the Bulletin Baord are divided into sections. When saving messages or uploading files you are asked which section that you would like the message or file to be placed. Files or messages placed in the E-Mail section of the board can only be read or downloaded by the person for whom it is intended.

The following sections are currently available on WAUG SHORTS.

```
A: Apple II
E: Private E-Mail
G: General
H: Hypercard
I: Information, News
M: Macintosh
P: Public Domain S/Ware
Q: Magazine Items
T: Apple Tech Notes
W: WAUG Information
Z: CP/M
```

In the next few issues of Capital Apple, I hope to present in more detail the other sections of the bulletin board. We will be taking a closer look at the Bulletins section, and the Message section. If you have some particularly useful tips that you may be able to pass onto others, please leave me a message on the bulletin board, or write to us. Remember, no tip is too small. Something that you may consider trivial, may be extremely valuable to others.

For those of you that would like to know more about the Bulletin board service offered by the club, see the back page of Capital Apple for details or write to WAUG.

Still Ticking?

How many of you forgot to adjust your computer clock

Continued from page 12

*#7122 *: From Ross MacDonald to David Empson*
Re: #7118 - New Apple II SCSI Card
Sec A: 17:46:00 on Sat 31 Mar 90.

>product announcement

lets hope that it's a //gs upgrade kit with a 33mhz processor, 8 meg of RAM and a "swap your power supply and $100 for 100meg of internal hard drive"

(I have these little flights of lunatic fancy from time to time . . .)

#7185 : From David Empson to Ross MacDonald
Re: #7152 - PC Transporter
Sec A: 3:55:00 on Mon 2 Apr 90.

Yes - Slot usage is quite a problem! Here's my computer's layout:

Slot 1: Printer port (internal). External slot blocked by ColorSwitch.
Slot 2: Modem port (internal).
Slot 3: 80 Column Firmware (internal). External slot blocked by HyperStudio microphone card.
Slot 4: Mouse (internal) or PC Transporter.
Slot 5: SmartPort (3.5" drives, RAMdisk - internal).
Slot 6: SCSI hard disk or 5.25" drives (internal).
Slot 7: Unused (blocked by SIMMs on OctoRAM)

Ideally I would like the PC Transporter in 7 and the Microphone input in 4, so that I do have the option of installing a TransWarp GS.

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CLARIS APPLEWORKS 3.0 UPGRADES

Please note that the special offer of $150+GST to upgrade AppleWorks to the current version (3.0) has now expired.

CLARIS apologizes to WAUG members who ordered upgrades and experienced a delay before CLARIS was able to deliver. More Users wanted to upgrade than CLARIS expected!!!

Upgrades are still available from WAUG at $200+GST. Contact Allan Honey for more details.

Microsoft® W⚙rks

Help File - Works #23

By Dennis Lally

This is a regular series of helful hints and techniques for Microsoft's popular "Works" integrated application for the Macintosh. This is the Macintoshes own "Appleworks" and is used by many of our members. We hope you find it useful. If you would like to know how to do something with Works, send us a letter. We'll get our best person to work on it.

Importing into Works, Part 1

First Catch Your Hare

Just as in the first step of the Jugged Hare recipe, so in importing data, the first step is to capture the varmint. There are a wide range of options for getting data into your Mac so Works can work on it.

If your data comes from another Mac, your only concern will be to know how it is organised. That will be covered later in this article.

Should your data come from an MS-DOS IBM type PC, you will need either a facility to read DOS disks or to use communications to effect a machine to machine transfer of data.

Data from an Apple // will also require a facility to read ProDOS disks or communications.

Rather than tell you how data is moved, which will be the practical topic of a WAUG monthly meeting shortly, the following is an indicative list of what devices and methods can be used:

There are several facilities for reading MS-DOS and ProDOS disks directly. The newer Macs equipped with FDHD floppy drives will read MS-DOS & ProDOS 3.5" disks. An Apple PC 5.25 drive will allow SE's and Mac II's to read 360K MS-DOS disks. A DaynaDrive attached to a Mac's SCSI port will, depending on the drive units installed, read 360K MS-DOS disks and/or 1.2 Mb 5.25" MS-DOS disks and/or 720 K/1.44 Mb MS-DOS 3.5" disks. The new Kennect Rapport device will allow any Mac with an 800K internal drive to read MS-DOS 720K and ProDOS 3.5" disks; when Kennects' 2.4 Drive is attached, 1.44 Mb disks can also be read.

Communications methods for moving data include direct connection using a null modem cable between two machines and communications software, MacLink Plus is a shrink-wrapped complete package using this direct method with file translators. You can also use direct modem link between two machines or use a Bulletin Board as a third party means for passing data from the source machine to the target machine. Again, how this is done is beyond the scope of this article. Watch out for a monthly meeting on communications.

Data is likely to be in one of two forms, either a text file or a formatted file. A formatted file can be in either the unique propriety file format of the creating program or a more common format that is accepted as a standard.

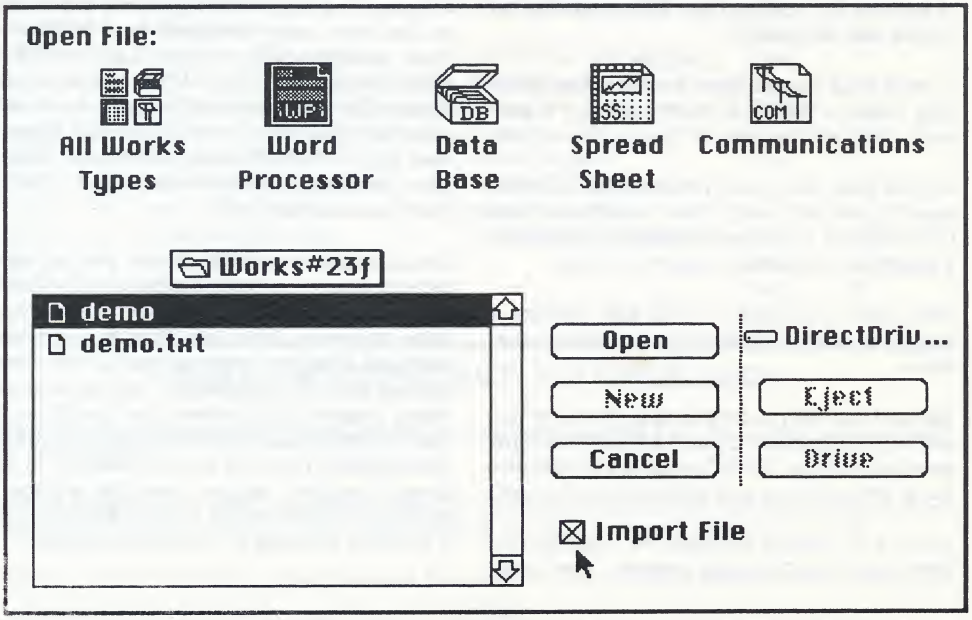
Text files are straight forward. The text will contain no formatting in the form of fonts, styles, layout, columns, headers, footers, etc. It may, however, contain returns, line feeds and tabs. Which, as we will demonstrate later, can be quite useful.

Data files will contain additional formatting information and may be encoded and compressed so that reading the file is impossible without the creating program to interpret. To avoid a Tower of Babel, of unique file formats, most programs allow files to be saved in some more common format as well. On the Mac the better known common formats include MacWrite and RTF for word processing, MacPaint, PICT and Encapsulated PostScript for various graphics types and SYLK for spreadsheet data. In the MS-DOS world formatted word processing files are often exchanged through RFT(Revisable Form Text) and RTF(Rich Text Format). Spreadsheets usually use Lotus's .WRK or .WK1 formats, SYLK and DIF. Databases use Ashton-Tate's .DBF format.

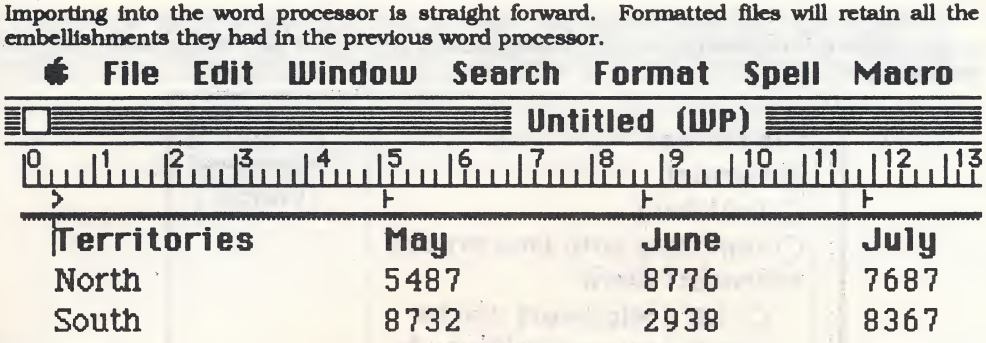
Works can import data in three ways. The simplest and most direct is restricted to Macintosh created data which can be simply copied and pasted into a Works' word processor, spreadsheet or database. Secondly, Works can also import any raw text file into either word processor, spreadsheet or database. Thirdly, Works can import formatted MacWrite, Word 1.05 and RTF files into it's word processor and SYLK files into it's spreadsheet.

The copy and paste method should be well known to all Mac users. Just remember that although tabs and returns may be preserved, formatting such as fonts, sizes, alignment and styles will be lost. The copy and paste method is also the only way of importing graphics, such as those created in MacPaint or MacDraw, into Works' word processor or spreadsheet.

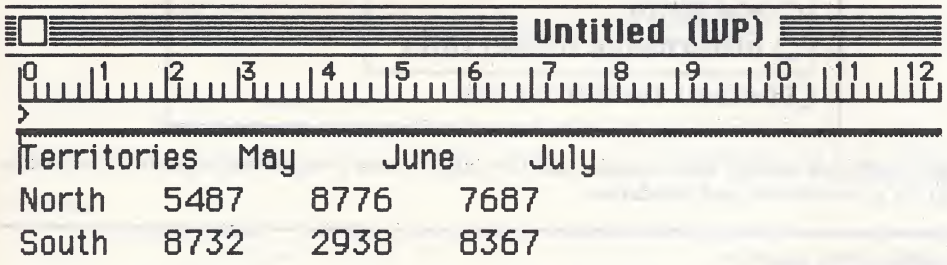
To import non-Works files select the import box in Works' open dialogue box. You will also have to select a specific Works environment, such as word processor, to make the import box active (not grey or dimmed). You will then see a list of files that were not previously listed (assuming you are looking in the right folder or disk).

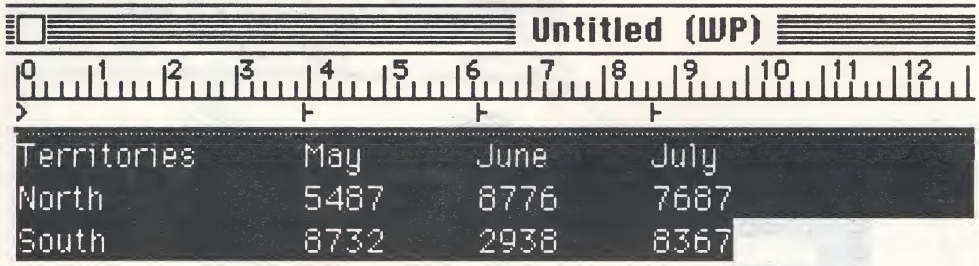


Importing into the word processor is straight forward. Formatted files will retain all the embellishments they had in the previous word processor.

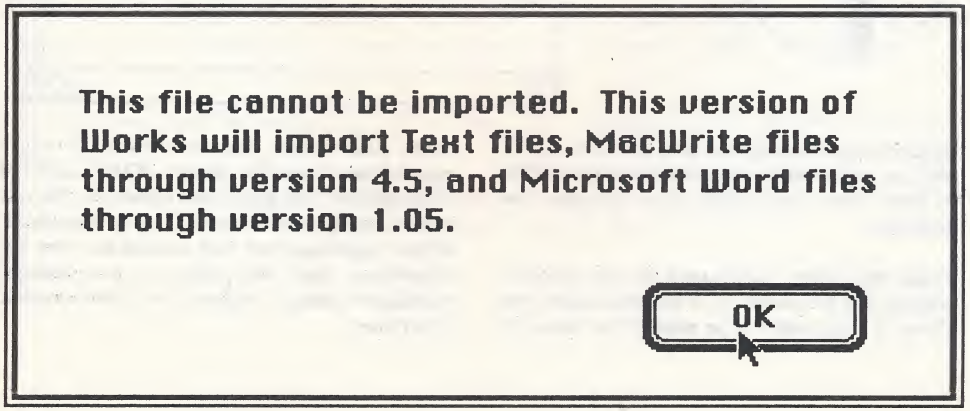

File Edit Window Search Format Spell Macro
Untitled (WP)
Territories May June July
North 5487 8776 7687
South 8732 2938 8367

Text only files may appear to have lost their tabs, but if you select the text and place new tabs on the ruler you will see the text automatically line up as before.

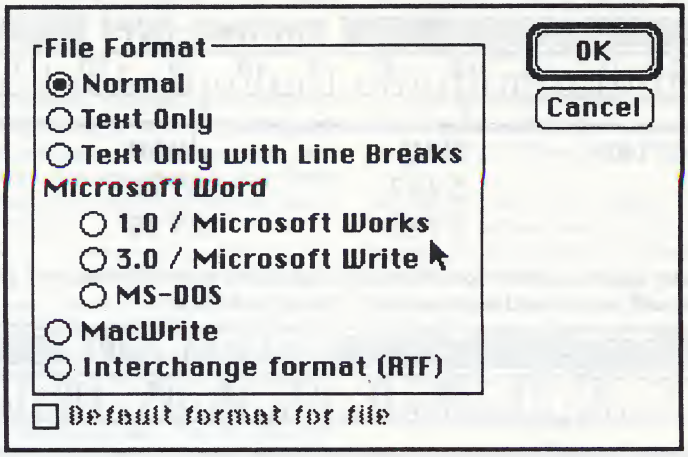




Should you get an alert box like the following, check the version of your source software.

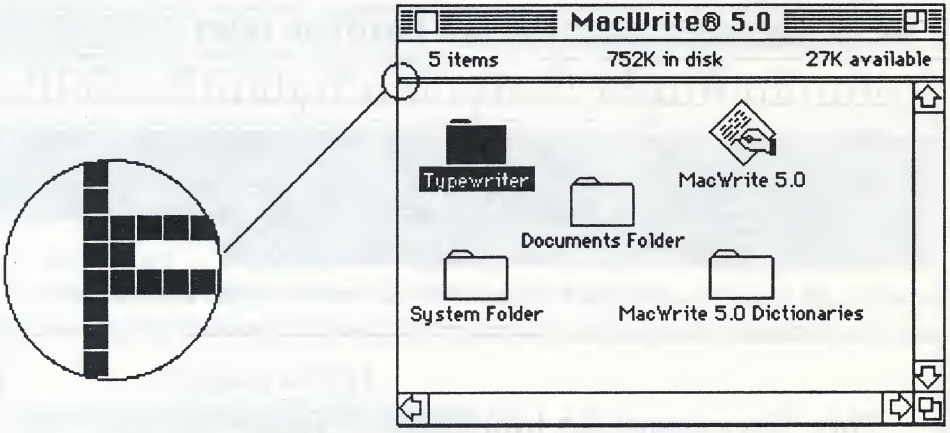

This file cannot be imported. This version of Works will import Text files, MacWrite files through version 4.5, and Microsoft Word files through version 1.05.
OK

Programs like Word allow files to saved in older formats. Use Word's Save As command with Full Menus on.



Next month this column will continue into the slightly more complicated aspects of importing data for spreadsheets and databases.

Continued from page 13



System cannot recognize files that are in HFS folders, as the earlier system lacks the ability to "see" into such folders to examine the contents.

Those who have purchased or are contemplating the purchase of a second hand machine of the earlier type should be aware of these differences, and the vastly increased capabilities that the larger ROMS and the Hierarchical Filing System makes to the versatility and usefulness of such machines. While upgrades are still available, they are expensive, and the prices of unenhanced machines should reflect this fundamental difference.

THE NOTICE BOARD

The notice board is a free service to WAUG members. Any non-commercial item can be placed on the notice board - Buy, Sell, Swap, Information wanted, etc etc. To place an item on the notice board, just drop a note to the Editor.

For Sale
2400/1200/300 BPS HAYES Compatible modem. It features all eight Hayes status lights, Autodial, Autoanswer, and a built in speaker with volume control. Phone John Petchell 898-346 anytime.

Wanted
Apple IIe expansion card that does not go in the Auxiliary slot. Bare or Loaded Also Apple IIe clone power unit required.

John McLennan, P.O. Box 45-002, Lower Hutt. Or Telephone 845-415 work.

For Sale
Full height drive. New $165.00

John McLennan, P.O. Box 45-002, Lower Hutt. Or Telephone 845-415 work.

For Sale
S.S.I. programes (New) - older but still fun for the Apple][+ & IIe:
1. Knights of the Desert (Also for Atari 400/800 with Basic Cartridge) $15
2. Fighter Command $15
3. North Atlantic '86 $15
4. Shoot em up in Space (S.E.U.I.S.) $10
5. Comic Balance II $15

Contact Bruce Sinclair, P.O. Box 15, Tokomaru.

For Sale
Timeout Reportwriter (AW enhancement). Latest version for AW 2.0, 2.1, and 3.0. For IIGS, IIc+, IIc or IIe. Unopened in box with both 5 1/4" and 3 1/2" disks enclosed. Copyright 1989 - Only one available. $75.00

Write to R. J. Moroney, P.O. Box 22, Drury.

Wanted
Apple][+ or Apple //e Working condition! Must have colour, at least one disk drive, and a printer. Please contact Gwen Lauder, (069) 48-541.

For Sale
Macintosh Extended Keyboard for SE or Mac II. Contact David Wilson 286-559.

For Sale
Original Microsoft Z-80 SOFTCARD, including manuals and disks. For the Apple II It runs CP/M and Microsoft BASIC. Contact David Wilson 286-559.

PostScript

The **Wellington Apple Users' Group** is a non-profit organisation formed in April 1984 with the following objectives:

- To exchange and disseminate information among the members concerning the computer arts and sciences.
- To publish books, newsletters, magazines and periodicals for the benefit and education of the members and the general public.
- To conduct and sponsor seminars, lectures and courses relating to the computer arts and sciences.
- To provide technical assistance to members of the group.
- To seek privileges and discounts for members.

SUBSCRIPTIONS

Students $22 : Individuals $32 : Families $40 : Corporate $200

INTENDING MEMBERS

Anyone wishing to join W.A.U.G. should contact the membership secretary.

BULLETIN BOARD

The User Group's electronic bulletin board is available 24 hours a day, 7 days a week. The number is (04) 278-817. To access it, you need a 300, 1200, 1200/75 or 2400 BAUD modem.

COMMITTEE MEMBERS		**Home Phone**	**Work Phone**
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	Cameron Kay	828-453	n/a

Committee members prefer to be contacted before 9:00 PM
Allan Honey is a shift worker. Please do not phone him before 10:00 AM

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All correspondence should be addressed to: **The Wellington Apple Users Group, P. O. Box 6642, Wellington.**